

PlayStation®2



PAL

# REIGN OF FIRE

LET THE BATTLE IGNITE



**bam!**  
entertainment

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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SLES-50873

1 Player • Memory Card (8MB) (for PlayStation®2) : 80KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

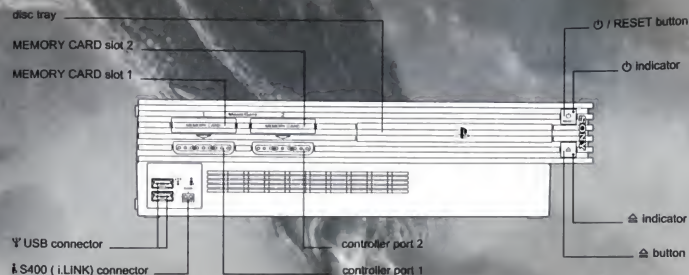
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## GETTING STARTED:



1. Set up your PlayStation® 2 computer entertainment system according to the instructions in its instruction manual.

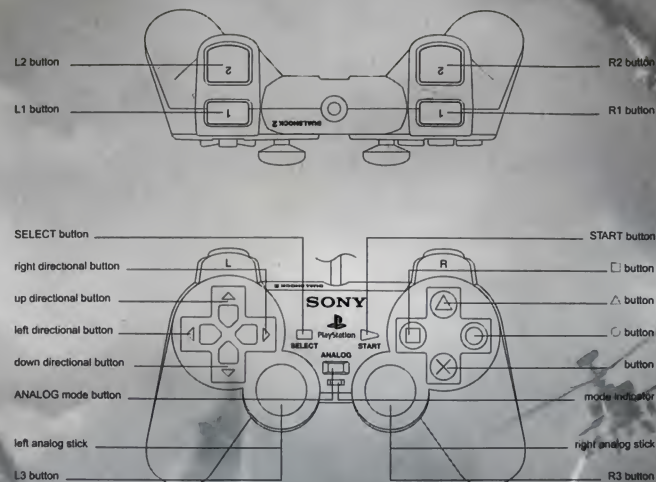
2. Make sure the MAIN POWER switch (located at the rear of the console) is turned OFF. Attach game controllers or other accessories as appropriate BEFORE you switch your console ON. It is advised that you do not insert or remove accessories once the power is turned ON.

3. Now turn the console ON at the MAIN POWER switch and press the /RESET button.

4. When the indicator is green, press the button and the disc tray will open. Place the Reign Of Fire™ disc on the disc tray, label side facing up. Press the button again and the disc tray will close.

5. Follow on-screen instructions and refer to this manual for information on using the software.

Note: Reign of Fire™ does not support the digital controller or the analog controller (DUALSHOCK®).



## CONTROLS

### HUMAN CONTROLS

#### SIMPLE

Left Analog Stick

R1 Button

L1 Button

L2 Button

R2 Button

Button

Button

SELECT Button

START Button

Aim

Fire Minigun

Fire Primary Weapon

Fire Secondary Weapon

Flip view

Accelerate

Brake

Change Camera

Pause

## ADVANCED

Left Analog Stick  
Right Analog Stick  
R1 Button  
L1 Button  
L2 Button  
R2 Button  
SELECT Button  
START Button

Accelerate/Brake/Steer  
Move Weapon  
Fire Minigun  
Fire Primary Weapon  
Fire Secondary Weapon  
Reverse View  
Change Camera  
Pause

## DRAGON CONTROLS

### SIMPLE

Left Analog Stick  
ⓧ Button  
ⓧ Button (Double Tap and hold)  
ⓐ Button  
R1 Button  
L1 Button  
L2 Button  
R2 Button  
L2+R2 Button  
○ Button  
△ Button  
SELECT Button  
START Button

Pitch and Roll  
Accelerate  
Speed Surge  
Brake  
Fireball  
Napalm Breath  
Evade Left  
Evade Right  
180 Degree Turn  
Pick Up  
Reverse View  
Change Camera  
Pause

### ALTERNATIVE

Left Analog Stick  
ⓧ Button  
ⓐ Button  
○ Button  
△ Button  
R1 Button  
R1 Button (Double Tap and hold)  
L1 Button  
L2 Button  
R2 Button  
SELECT Button  
START Button  
L2 + R2 Button

Pitch and Roll  
Fireball  
Napalm breath  
Pick Up  
Reverse View  
Accelerate  
Speed Surge  
Slow  
Evade Left  
Evade Right  
Change Camera  
Pause  
180 Degree Turn

## INTRODUCTION

"Reign of Fire" is based on the scorching blockbuster movie of the same name.

In present day London, twelve-year old Quinn watches as his mother, a construction engineer, inadvertently wakes an enormous fire-breathing beast from its centuries-long slumber. Twenty years later, the world has become scarred and overrun by this massive beast and its many offspring...

The year is now 2024. In just a few decades the human race has found itself on the verge of extinction. Now only a small number of human outposts remain scattered around the globe, and they must defend themselves from constant attacks from Earth's new dominant species: Dragons...

Now Quinn, and a few heavily armed soldiers under the command of the dangerous Denton Van Zan, decide to fight back against the beasts. It's time to fight fire with fire...



## LANGUAGES

Press Up or Down to highlight your chosen language. Press the **X** Button to select. Press the **START** Button to access the Main Menu.

## MEMORY CARDS

Reign of Fire™ requires a memory card (8MB) (for PlayStation®2) to save your games. 80KB of free space is required to save Reign of Fire™ game data. To use your memory card (8MB) (for PlayStation®2), please insert it into memory card slot 1. This title auto loads data on boot up.

## MAIN MENU



From this menu you will be able to choose the following options:

### CONTINUE

The **CONTINUE GAME** option will only be enabled if a memory card (8MB) (for PlayStation®2) with a Reign of Fire save game is detected. Once selected, this will load the latest save on the memory card (8MB) (for PlayStation®2) in slot 1. If a memory card (8mb) (for PlayStation®2) is inserted in both memory card slot 1 and memory card slot 2, that each contain a save from Reign of Fire, the memory card (8MB) (for PlayStation®2) in memory card slot 1 will be auto-loaded without the user being able to choose.

### NEW GAME

The year is 2024. The Earth is in ruins, devastated by the awakening of dragons from their age-old slumber. The humans are hungry and little in number. The player has the opportunity which side to play – the humans who must fight back against the beasts, or the dragons that want to blast the humans finally out of existence. The dragon missions will only be unlocked once the player has completed a certain amount of the human missions. As a human, you play the role of a resistance fighter in charge of a selection of well-equipped vehicles – jeep, buggy, fire truck and tank. With these pieces of hardware, you must defend your fort from the non-stop dragon attack and then eventually take the battle to where it once all started...London. Led by the gritty Denton Van Zan, you must take any mission orders without question...however dangerous or suicidal they may seem. The safety of the entire human race depends on your success...

As a dragon, you have one thing in mind – to stop the humans from leading any fight back and to protect your kind. Fight land, sea and air enemies, that will try to blow you out of the sky any way they can. The human race must be eradicated once and for all.

## OPTIONS



From this sub-menu the player will be able to alter the set-up of the game:

### SOUND SETUP:

Increase or decrease the volume of the game SFX or MUSIC.

### SCREEN SETUP:

Allows the player to position the screen to suit their television.

### CONTROL SETUP:

Allows the **VEHICLE** and **DRAGON** controls to be changed, simplified and inverted to suit the player. Also allows the player to switch **VIBRATION ON** or **OFF** on their analog controller (**DUALSHOCK®2**).

### LOAD:

Load a previously saved game from an inserted memory card (8MB) (for PlayStation®2). When loading game data with two memory cards inserted that contain save data, the user is not allowed to choose which one to load from. The game automatically loads the data from memory card slot 1.

### SAVE:

Save the current game to the inserted memory card (8MB) (for PlayStation®2).

### SELECT LANGUAGE:

Allows the player to reselect which language they would like to play the game in.

## FEATURES:

From this sub-menu the player will be able to access various special features. The more medals that the player receives, the more special features will unlock. You can also view the games' credits here.

## PLAYING THE GAME: HUMAN MISSIONS

You play as one of the Kentucky Irregulars, a band of US soldiers under the command of the uncompromising Denton Van Zan. You're thrown straight into the action when you see the upcoming fort is under attack from both land and air beasts. Help the humans fast! Put your foot down and get your trigger finger happy! Lock and load – the battle begins now...

### OBJECTIVES



The Irregulars communicate with each other via radio. In game mission briefings and messages will come from Van Zan and other members of the squad via a H.U.D. pop-up. Never disobey any orders or you'll find yourself in the firing line just like the many dragons and beasts...

## HEAD UP DISPLAY / GAME SCREEN

### RADAR DISPLAY

Light Blue Blip  
Dark Blue Blip  
Red Blip  
Green Blip  
Yellow Blip  
Purple Blip

Important Allies  
Friendly Unit  
Enemy  
Ammo Crate  
Next Objective  
Water Pipes



As you rotate the camera control, the green cone within the radar will rotate, and this will guide the player to the next objective. Rotate until it is pointing northerly and head in that direction. When it fully opens out you are at the correct waypoint.

**AMMUNITION AMOUNT** – This displays how much ammunition you have left in each particular Primary and Secondary weapon.

**TARGETING CROSSHAIR** – This is always locked at the centre of the screen. The sight turns red when you target an enemy and green when you target an ally.

**INCOMING MESSAGES** – This is the area to watch to find out what your next set of objectives are. Ignore them at your own peril.

**CURRENT VEHICLE HEALTH** – With all the action going on, your vehicle is going to take some real hits. There isn't any way you are going to get out of this without at least a scratch. Just make sure your health doesn't completely run out.

**TEMPERATURE GAUGE** – It's going to get hot out there. When the gauge rises into the red, start to worry – your vehicle is going to get even hotter when it gets set on fire. Find a water pipe and shoot away, or drive into water to get your temperature back down.

**COMPASS** – It's always good to know where North is. Your radar compass allows you to do this.

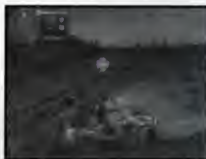
## MISSION SUCCESS SCREEN

At the end of each level you will be taken to the mission success screen. You will see different criteria that you have to fulfil in the previous level to attain a medal. There are four medals to collect. You will be awarded a medal depending on how much of the level completion criteria were completed. The numbers in green indicate success, and the numbers in red indicate failure.



At the end of each successful level you will also be given the opportunity to **SAVE** or **CONTINUE**. Press **SAVE** to save your current mission point to your memory card (8MB) (for PlayStation®2).

## CONTROLLABLE VEHICLES



### JEEP

Fast and manoeuvrable, armed with a machine gun and missile turret that can aim independently in both axes. A perfect vehicle for getting into combat fast and keeping all the beasts at bay.





### TANK

Heavily armoured and with a powerful cannon. Turret can aim independently in both axes. If you need to take out a beast that deserves more than a burst of bullets, then this is your machine. Not the speediest of vehicles, so make sure you've always got a shell in the cannon...



### FIRE TRUCK

A 4X4 fire truck: a specialist vehicle armed with an independently aiming water cannon and a machine gun. Able to get to any scene pretty speedily, able to pick up up to six passengers, and of course can put out the most raging of fires.



### BUGGY

The lightest of the available land-based vehicles and armed with an independently aiming light machine gun turret. It is ideally suited for stealth and missions requiring speed and agility. Advanced players can utilise hills and bumps in the terrain to execute fast turns mid-air. Also comes with rocket capability.

## WEAPONRY



### MACHINE GUN TURRET

Primary weapon with fast rotation, rapid rate of fire, but with relatively low damage capability. Infinite ammunition.



### TANK CANNON

Primary weapon with slow rotation, rate of fire and reload, but capable of high damage. Infinite ammunition.



### GROUND TO AIR ROCKET

Secondary weapon with a medium rate of fire, high damage capability, and finite ammunition. Ammunition can be replenished by driving through one of the pick up icons dotted around the environment.



### HEAT SEEKING MISSILE

Secondary weapon that seeks heat (Useful when taking out fire-breathing beasts!), with medium rate of fire, high damage, and finite ammunition. Ammunition can be replenished by driving through one of the pick up icons dotted around the environment.



### WATER CANNON

Primary or secondary weapon with fast rotation and continuous rate of fire. Does zero damage as its sole use is to put out fires. Very useful when you are being barraged by flames!



### WATER GRENADE

Secondary weapon that fires like a grenade but has the positive effect of exploding water and not shrapnel upon impact. Useful for reaching those fires that are just a bit out of reach.

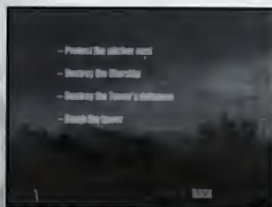
## HUMAN ENEMIES

The beasts that you will meet in Reign of Fire will make your life and the humans around you a scorching hell. You will encounter many different types of land and air borne beast – from the young Jakyls that will try and ram your vehicles, to the giant Napalm Breathers that are so huge they will fill your field of vision. When the sky becomes filled with a whole pack of dragons – start to worry. These dragons will use everything in their power to eradicate the human race - and not just their destructive breath or fireballs – look out for them picking up vehicles around you and dropping them right back down on top of you...



## PLAYING THE GAME: DRAGON MISSIONS

They're extremely intelligent. Highly evolved. And they don't like sharing the planet. The humans are fighting back against the dragon breed and they must be stopped. Join the battle as the humans make their all out push on London. Be prepared to battle everything the humans have left including Harrier Jump Jets, Frigates, Missile Launchers and Building Fortifications. Your objectives will be constantly updated, but be prepared to cause maximum damage on anything that moves and doesn't move...



## DRAGON WEAPONRY / SPECIAL MOVES



### FIREBALL

The fireball is a dragons' main attack weapon. A ball of burning matter with a trail of fire and smoke can cause huge amounts damage from a long range. Take out enemies on the ground, in the sea or in the air. The fireball always ends in a small explosion on impact and any combustible objects in the range of this explosion will burn and take damage.



### NAPALM BREATH

Napalm breath is a pretty awesome thing to witness, a constant stream of fire emanating from the dragon's mouth and spreading outwards for a short range. When you want to spray fire all over the place, there simply isn't any other option.



### PICKING UP OBJECTS

The dragon is able to pick up objects such as vehicles or humans and strategically drop them into the field of play. Objects that can be picked up are hi-lighted in yellow on the ground.



## HEAD UP DISPLAY/GAME SCREEN

The radar display of the dragon, like the human H.U.D, contains a large amount of useful information that will help you find your way around the terrain.

### RADAR DISPLAY



As you rotate the camera control, the green cone within the radar will rotate, and this will guide the player to the next objective. Rotate until it is pointing northerly and head in that direction, when it fully opens out you are at the correct waypoint.

**Orange Bar** – This bar shows the gamer how much flame attack you have left. Leave it alone for a few seconds to recharge back to full strength.

**Light Blue Bar** – This bar shows the gamer how much stamina your dragon has left. Hovering around isn't easy. Release the hover button to recharge your stamina.

**Red Blip** - These are your human enemies, destroy them all!

**Blue Blip** – These are your sister dragons. They will help you in your various missions.

### TARGETING CROSSHAIR

Use this to aim your weapons of destruction.

### HEALTH

The health is the green bar at the bottom of the radar display. This bar will shrink as the player loses health.

## MISSION SUCCESS SCREEN



At the end of each level you will be taken to the mission success screen. You will see different criteria that you have to fulfil in the previous level to attain a medal. There are four dragon skull medals to collect. You will be awarded a skull dependent on how much of the level completion criteria was completed. The percentages in green indicate success and the percentages in red indicate failure.

At the end of each successful level you will also be given the opportunity to **SAVE** or **CONTINUE**. Press **SAVE** to save your current mission point to your memory card (8MB) (for PlayStation®2).

## CHARACTER PROFILES

### VAN ZAN

The leader of the Kentucky Irregulars, a classic Patton-like U.S. military authority figure, hard but fair and able to chew nails for breakfast. Commands total respect from his men.

### ALEX

The Irregulars' helicopter pilot, she's been through a lot of action with the men and is as hardened a soldier as them if not more so.

### QUINN

The leader of the Northumberland encampment, Quinn's mother was killed in his youth when the two of them came face to face with the Bull. He is against overt heroics and his principle concern is for the well being of the people under his command.

## CREDITS

### KUJU PRODUCTION TEAM

**Executive Producer** Mark Washbrook  
**Project Manager** Richard Underhill

### KUJU PROGRAMMING TEAM

**Lead Programmer** Matthew Whitton

**Programmers** Ben Deane  
Graham Parker  
Ilan Copelyn  
Mark Wesley

**Tools** Matt Cloy

**Engine Programmer** Rob Withey

**Additional Code** Alastair Patrick  
Darren Baker  
Rhona Robson

### KUJU DESIGN TEAM

**Lead Designer** Alex Cullum

**Designers** Dan Riley  
Bob Jones  
Jeremy Dowsett

### KUJU ART TEAM

**Lead Artist** Tancred Dyke-Wells

**Animators** Ken Doyle  
Keiko Lippard

## Artists

Jamie Field  
Andrés Rovina-Roquero  
Matt Parford  
Stephen Macfarlane  
Jack Griffin  
Caroline Green  
Saleh Ahmed  
Glenn Davidson

## Sound Effects

Matt Cloy  
Robert Price

## Music

James Hannigan

## Casting And Voice Production

Philip Morris at AllInTheGame Ltd.

## Cast

Corey Johnson  
Scott Maslen  
Larissa Murray  
Jason Isaacs  
Eric Meyers

## KUJU TEST

Asad Habib  
Stephen Stanyon  
Victoria Rose  
Leo van der Borgh

## Special Thanks

Ian Baverstock  
Jonathan Newth  
Julian Davis  
Tracy Gordon  
Jon Vernon  
Paul Fawley  
Cherie Anderson  
Siobhan Calfe  
Tom Alexander  
David Stanley



## **BAM ENTERTAINMENT EUROPE**

**Executive Producer** Nick Goldsworthy

**Director of European Development** Joe Booth

**Brand Manager Europe** Anthony Parkins

**Product Manager** John Merchant

**Director of European PR** Dawn Beasley

**European PR Manager** Cat Channon

**Publishing Support Group Manager** Erkan Kasap

**Associate Producer** Nana Penemo

**Testing** The Test Group UDS  
Richard Wilson  
Martin Wiggins  
Joseph Nelson

**Test Supervisor** Stuart Bayliss

## **BAM ENTERTAINMENT NORTH AMERICA**

**Sr. VP of Worldwide Development** Alain Tascan

**Sr. VP of Worldwide Marketing** Jill Braff

**Product Manager** Jack Symon

**PR Manager** Mika Kelly

**PR Director** Susan Kramer

**Publishing Support Group Manager** Robert Daly

### **Special UK BAM Thanks :**

Anthony Williams, Alasdair Gemmell, Annie Sullivan, Barry Simpson, Clyde Dickson, David Brassington, Karen Daniels, Katja Behrens, Kevin Hutchinson, Lia Tsele, Lynne Collett, Marcus Fielding, Paul Blakeway.

## **SPYGLASS ENTERTAINMENT**

Rob Bowman, Gary Barber, Roger Birnbaum, Jonathan Glickman, Derek Evans, Drew Larner, Paul Neinstein, Rebekah Rudd and Alex Van Praag.

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Telephone: 01225 326 420

**BAM! Entertainment, Ltd.**

3rd Floor

Upper Borough Court

Upper Borough Walls

BATH

BA1 1RG

[www.bam4fun.com](http://www.bam4fun.com)






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0,145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	
• Belgique/België/Belgien	011 516 406
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• Danmark	33 26 68 00
Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardware-support til PlayStation-produkter.	
• Suomi	0600-411911
17.00-21.00 ma-to, 0.79 Euro/min. Tata asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.	
• France	0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• Deutschland	01805 766 977
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• Ελλάδα	(00 301) 677 7701
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• Italia	848 82 83 84
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• Malta	21 344700
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